# Assignment 1

Our company wants to design a system that is aimed at helping people do renovation projects.

The ReNew system is required to provide it’s users with a list of various products for home improvement and handles the renovation process. So once a user is signed in he is presented with the options to create a new project and choose the products he wants to use. The end goal is to obtain a list of products to be purchased (a shopping list) and a summary of the renovation process (installation summary).

Every product has a price, color and unit of measure and is tied to a specific install method. An install method describes how the product is installed and what additional items you need (glue, nails etc.) it has a name and description and a price for the work required to be performed.

The shopping list should contain a list of products and associated items based on install method for a given project. It should display the price computed for every line item and a total price.

The installation summary should contain a list of install methods needed for a given project. It should display the price computed for every line item and a total price.

# Rules

Design and build a desktop/web application based on the specifications above.

Choose at least one design pattern and implement it: builder factory method, abstract factory, and prototype. Do not use framework features for the patterns themselves.

Use any object oriented programming language you want ☺

Soft deadline is 2 weeks (@next lab session). One delay is acceptable but subsequent delays get a -2 point penalty to the assignment grade. Due to time considerations you can turn in one assignment per lab session.